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Week4 Article 2

Thinkquest

King, Kathleen P. (2008). Net Generation. In L. A. Tomei (Ed.), *Encyclopedia of Information Technology Curriculum Integration* (pp.902-903). Retrieved from Books 24x7 database. (9781599048819)

The article I read this week was about thinkquest. Thinkquest is a worldwide competition students compete in each year. The age ranges for thinkquest students range from elementary age through high school age. The idea behind thinkquest is to promote students to work on problem solving, doing research to solve the problem, and then publishing their results online. A broad list of topics is available for students to choose from.

Among things students learn while doing a thinkquest project includes critical thinking, collaboration and increasing technical skills. I feel that these new skills are very important in the world of today and tomorrow. The global implications of these skills would help students be successful in the future. Additionally, student could compete in the global competition which would increase global awareness. The prize awards are pretty god as well.